

**WAKE ISLAND – MINI-MIDWAY****0620 23 December 1941**

Background: In the train of the Pearl Harbor attack, the Japanese set in motion their plans to take Wake Island. When American Marines thwarted their first invasion attempt on the tiny, isolated atoll, the Japanese resolved to return with stronger forces. At the same time, the USN mounted an effort to fly in additional fighters for Wake's airfield, land reinforcements for its garrison, and evacuate civilian workers on the island. This is a hypothetical action between USN forces sent to relieve Wake Island and IJN forces sent to attack it.

The attempt to relieve Wake is a much-debated what-in in the history of carrier warfare. Simply told, the story is this. Rear Admiral Frank Jack Fletcher was sent with a task force built around carrier Saratoga and a mission of flying Marine fighters into the airfield while protecting seaplane tender Tangier (here acting as a supply ship) in its run in to the atoll. Vice Admiral Wilson Brown was tasked with creating a diversion by attacking the Japanese-held Marshall Islands with a Lexington-centered task group.

At the same time, the Japanese had stiffened their invasion forces with six heavy cruisers and carriers Hiryu and Soryu under Rear Admiral Abe Hiroaki. These they sent out with the original invasion fleet for a second attempt on the island.

Despite the convergence of forces, no carrier action took place. Fletcher was delayed in his move to Wake by slow auxiliaries, bad weather, and continued refueling to keep his destroyers' tanks topped up. Brown's raid on the Marshalls was called off, and he was sent north after Fletcher. Before either could close Wake, the Japanese arrived, pounded the defenses, and took the island on December 23. The Americans had arrived too late to contest the invasion, and decided not to mount a counter-strike after the Japanese were established ashore. The first potential clash of the flattops ended in a near miss.

This scenario puts a different twist on the Wake story. It posits that an American carrier force arrives after the Japanese carriers have made their presence known, but before the invasion. Suspecting that the Japanese carriers may still be lurking in the vicinity, the Americans send a squadron of PBYs to Wake with orders to locate the Japanese ships for Saratoga's strike aircraft.

<b>USN Forces</b>	<u>Ship Name</u>	<u>Ship Class</u>	<u>AA Strength</u>
Task Force 14	Saratoga*	Lexington	3
	Astoria	New Orleans	3
	Minneapolis	New Orleans	3
	San Francisco	New Orleans	3
	Selfridge	Porter	1
	Bagley	Bagley	1
	Helm	Bagley	1
	Ralph Talbot	Bagley	1
	Henley	Bagley	1
	Mugford	Bagley	1
	Jarvis	Bagley	1
	Patterson	Bagley	1
	Blue	Bagley	1
	Neches	Medium Tanker Aft	1
	Tangier	Medium Ammo	1
		Transport Mid	
Task Force 11	Lexington*	Lexington	3
	Indianapolis	Portland	3
	Chicago*	Northampton	3
	Portland	Portland	3
	Phelps	Porter	1
	Farragut	Farragut	1
	Dewey	Farragut	1
	Hull	Farragut	1
	MacDonough	Farragut	1
	Worden	Farragut	1
	Dale	Farragut	1

	Monaghan	Farragut	1
	Aylwin	Farragut	1
	Neosho	Medium Tanker Aft	1
Air Units:	<u>Base:</u>	<u>Aircraft:</u>	<u>Modifier:</u>
	Saratoga:	3 F4F-3	0
		1 F4F-3A	0
		4 F2A-3	-1
		14 SBD-3	-1
		4 TBD-1	-1
	Lexington:	5 F2A-3	0
		8 SBD-2	-1
		3 SBD-3	-1
		6 TBD-1	-1
	Wake Island:	1 F4F-3	0

#### USN Rules

1. The USN has an initiative of 0.
2. The USN player organizes his ships into 1, 2 or 3 task forces. The task force organizations shown above are historical and need not be followed.
3. The USN player may place each of his task forces within 6 hexes of hex 1212, but no further west than hex row 09xx.
4. The USN player may place dummy task forces equal to twice the number of USN task forces containing real ships.
5. The USN player receives a land-based search beginning at Wake (0912). It may search a 90 degree arc out to 15 hexes at slow speed, starting on turn 1.
6. Of US carrier aircraft, only SBDs may search. They must be armed with 500 lb bombs.
7. Ships with astericks after their names have air search radar. At least one such ship must be placed in each task force formed by the USN player.

#### IJN Forces

	<u>Ship Name</u>	<u>Ship Class</u>	<u>AA</u>
	Hiryu	Hiryu	Yes
	Soryu	Soryu	Yes
	Tone	Tone	Yes
	Chikuma	Tone	Yes
	Aoba	Aoba	Yes
	Kinugasa	Aoba	Yes
	Furutaka	Furutaka	Yes
	Kako	Furutaka	Yes
	Tanikaze	Kagero	Yes
	Urakaze	Kagero	Yes
Invasion Force:	Yubari	Yubari	No
	Tenryu	Tenryu	No
	Tatsuta	Tenryu	No
	Mochizuki	Mutsuki	No
	Mutsuki	Mutsuki	No
	Oite	Kamikaze	No
	Yayoi	Mutsuki	No
	Asanagi	Kamikaze	No
	Yunagi	Kamikaze	No
	PC 33	Ex-Momi	No
	PC 34	Ex-Momi	No
	Tsugaru	Tsugaru	No
	Kiyokawa Maru	Medium Merchant Amid	No
	Kongo Maru (AMC)	Medium Merchant Mid	No
	Konryu Maru	Small Merchant Aft	No
	Tenyo Maru	Medium Merchant Mid	No

<u>Air Units:</u>	<u>Base:</u>	<u>Aircraft:</u>	<u>Modifier:</u>
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Hiryu:	6 A6M2	0
	5 D3A1	+1
	6 B5N2	+1
Soryu:	5 A6M2	0
	5 D3A1	+1
	6 B5N2	+1
Tone:	1 E13A1	
Chikuma:	1 E13A1	
Aoba:	1 E7K2	
Kinugasa:	1 E7K2	
Furutaka:	1 E7K2	
Marshalls:	9 G3M2	0

#### IJN Rules

1. The IJN has an initiative of -1.
2. The IJN player can organize his ships into either 2 or 3 task forces. One task force must consist of the invasion force, plus any other ships that the IJN player chooses to attach to that force.
3. The IJN player must place the invasion force within 1 hex of Wake (0912).
4. The IJN player may place his other task forces within 4 hexes of Wake (0912), but not east of the 09xx hex row or south of the xx12 hex row.
5. The IJN player may place dummy task forces equal to twice the number of IJN task forces containing real ships.
6. Only aircraft on Japanese carriers and cruisers may search. Of the IJN carrier planes, only B5N2s can search. They must be unarmed.

#### Scenario Rules

1. Wake is in hex 0912.
2. The game commences on 0620, which is sunrise. It ends on game turn 34 – 1740, which is sunset.
3. The USN player may elect not to receive Task Force 11 and its aircraft. He receives 20 victory points if he does not receive this force. The forces from the two task force can be freely combined or separated into separate task forces at the start of the game if the USN player elects to receive both forces.
4. The IJN must launch a strike at Wake from its carriers so that it arrives on or before 0740. It must consist of at least half of the fighters, dive bombers, and torpedo bombers on the IJN carriers.
5. An IJN objective in the battle is to invade Wake. This is represented by the victory points that the IJN player receives if ships of the invasion force remain in hex 0912 at the end of the game.
6. If the transports are ever in the same hex with a USN task force, the IJN player receives no points for the transports, and the USN player receives victory points equal to the difference between the engagement value of the USN task force and the engagement value of the invasion force's escort, but no more than 10 points.
7. If a USN task force is in the same hex with an IJN task force (or vice versa), the player with the higher point value receives victory points equal to the difference between the engagement values of the two forces, but not more than the total value of the lower valued force.
8. Only ships capable of 75% of their original speed count for engagement points.
9. Any IJN ships that move into hex 0912 may attempt to bombard Wake, as long as there are no USN ships in the hex. Any Japanese force bombarding Wake is treated as spotted, and the bombarding ships are identified to the USN player. The IJN receives as victory points half the engagement points of IJN ships bombarding Wake.
10. *Optional: the players may fight the surface engagements using Fire on the Waters rules instead of engagement points. Roll 5 D6 to determine daylight base visibility and 2 D6 to determining night base visibility. The gunfire modifier will be -1 for daylight engagements and -3 for night engagements. For bombardment scenarios, the IJN forces start at the limit of visibility from Wake and the engagement lasts for 10 FOTW turns – equivalent to 2 game turns. For ship-to-ship engagements, both sides are steaming towards the center point on the table -- the USN from the east, the IJN from the west. Randomly determine each force's bearing from the centerpoint within these limits. Players do not receive victory points based on engagement points for any engagements fought under FOTW rules.*

11. The IJN player can launch bombing raids on Wake with his shore-based bombers. The IJN player must record at the start of the game the turns on which the bombers will arrive. Each G3M AF may fly only once per game.
12. This action would have taken place before the widespread use of self-sealing fuel tanks and extensive armor protection by USN aircraft. Use the tables below for air-to-air and antiaircraft combat.
13. The F2A-3 aircraft on Saratoga and the F4F-3 aircraft at Wake are manned by Marines rather than Navy pilots. Double their chance of a landing mishap if they attempt a carrier landing.
14. All USN aircraft may land at the airfield on Wake, but strike aircraft may not re-arm there. Aircraft may refuel there as long as the fuel tanks are operating.
15. Kongo Maru is large amidships merchant auxiliary cruiser with single 5.5 inch guns in positions 12-13 (A), 24-25 (Port and Starboard), and 65-66 (Y). The guns receive the local control modifier, range to 16 inches, and have the following mount values: A/10, 8/8, 3/0, 2/-2; Power 5, Reliability B. Main Magazine in low locations 24-25.

#### ENGAGEMENT POINT VALUES FOR THE SPECIAL RULES

New Orleans class	5 points	Tone class	5 points
Portland class	5 points	Furutaka class	4 points
Northampton class	5 points	Aoba class	4 points
Porter class	2 points	Kamikaze Class	1 point
Other USN DDs	1 point	Other DDs	2 points

#### Victory Conditions

Victory points are determined as set out in the FFTS rules.

The IJN player receives points for ships of the invasion force if the ships are still capable of 75% of their original movement rate, have not been intercepted, and end the game in the Wake hex (0912), as follows:

- 5 points each for Tsugaru and Kiyokawa Marus,
- 2 points each for Kongo, Konryu, and Tenyo Marus,
- 1 point for each PC.

The USN player receives victory points for some types of locations at Wake if they are undamaged at 1600 (turn 29):

- 5" gun location – 2 points
- AAMG location – 1 point
- Beach defense location -- 1 point

Finally, the USN player receives ½ victory point for each F2A-3 factor flown into Wake from Saratoga.

**AIRCRAFT ATTACK VALUES  
PACIFIC: DECEMBER 1941 – APRIL 1942**

Attacker↓	F4F	SBD-2	SBD-3	TBD	F2A	PBY
A5M CAP	<b>0</b>	<b>0</b>	<b>-3</b>	<b>0</b>	<b>0</b>	<b>-1</b>
A6M CAP	<b>6</b>	<b>8</b>	<b>3</b>	<b>6</b>	<b>8</b>	<b>5</b>
A6M Escort	<b>5</b>	<b>8</b>	<b>5</b>	N	<b>6</b>	N
Japanese Defensive Guns	<b>-4</b>	<b>-4</b>	N	N	<b>-6</b>	N

Attacker↓	A6M	A5M	D3A	B5N	G3M	E8N E13A
F4F CAP	<b>8</b>	N	<b>7</b>	<b>8</b>	<b>5</b>	<b>5</b>
F4F Escort	<b>5</b>	<b>5</b>	N	N	N	N
F2A CAP	<b>5</b>	N	<b>5</b>	<b>6</b>	<b>2</b>	<b>4</b>
F2A Escort	<b>2</b>	<b>2</b>	N	N	N	N
SBD CAP	<b>-3</b>	<b>-2</b>	<b>4</b>	<b>5</b>	<b>2</b>	<b>2</b>
US Defensive Guns	<b>-4</b>	<b>-4</b>	N	N	N	N

Left column is type of aircraft attacking. Top row is type of aircraft being attacked. Number is hit number used by attacking aircraft. "Defensive Guns" refers to strike aircraft fighting defensively.



